	Type	Hits	Search Text	DBs	Time Stamp
31	BRS	1	5432893.pn. and pixel and input near color	USPAT; US-PGPUB; EPO; JPO	2003/06/28 16:22
32	BRS	0	5432893.pn. and scene near balanc$3	USPAT; US-PGPUB; EPO; JPO	2003/06/28 00:22
33	BRS	177	scene near balanc$3	USPAT; US-PGPUB; EPO; JPO	2003/06/28 00:22
34	BRS	21	scene near balanc$3 and probabilit$2	USPAT; US-PGPUB; EPO; JPO	2003/06/28 16:03
35	BRS	43	scene near balanc$3 and (345/$.ccls. 382/$.ccls.)	USPAT; US-PGPUB; EPO; JPO	2003/06/28 16:04
36	BRS	1	5432893.pn.	USPAT; US-PGPUB; EPO; JPO	2003/06/28 16:22
37	BRS	335	345/600.ccls.	USPAT; US-PGPUB; EPO; JPO	2003/06/28 16:23
38	BRS	12	345/600.ccls. and probabilit$2	USPAT; US-PGPUB; EPO; JPO	2003/06/28 16:23
39	BRS	1	09/900,564 and removing	USPAT; US-PGPUB; EPO; JPO	2003/06/28 18:02
40	BRS	51	345/635.ccls.	USPAT; US-PGPUB; EPO; JPO	2003/06/28 18:30

	Type	Hits	Search Text	DBs	Time Stamp
41	BRS	2	append$3 near image same resiz$3	USPAT; US-PGPUB; EPO; JPO	2003/06/28 20:51
42	BRS	26	382/166.ccls. and (region block) and palette	USPAT; US-PGPUB; EPO; JPO	2003/06/28 19:51
43	BRS	28	382/166.ccls. and palette	USPAT; US-PGPUB; EPO; JPO	2003/06/28 19:55
44	BRS	20	345/581.ccls. and palette	USPAT; US-PGPUB; EPO; JPO	2003/06/28 19:55
45	BRS	687	image near (resiz$3 enlarg$3 reduc$3) same match$3	USPAT; US-PGPUB; EPO; JPO	2003/06/28 20:52
46	BRS	70	image near (resiz$3 enlarg$3 reduc$3) same match$3 and 345/$.ccls.	USPAT; US-PGPUB; EPO; JPO	2003/06/28 21:31
47	BRS	0	stitch$3 same image near (resiz$3 enlarg$3 reduc$3) same match$3	USPAT; US-PGPUB; EPO; JPO	2003/06/28 21:32
48	BRS	49	stitch$3 near image same (resiz$3 enlarg$3 reduc$3)	USPAT; US-PGPUB; EPO; JPO	2003/06/28 21:41
49	BRS	88	combin$3 near image same (resiz$3 enlarg$3 reduc$3) and 345/$.ccls.	USPAT; US-PGPUB; EPO; JPO	2003/06/28 21:42

09/900, 564
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1 Towards efficient parallel radiosity for DSM-based parallel computers usinç
Luc Renambot, Bruno Arnaldi, Thierry Priol, Xavier Pueyo
October 1997   Proceedings of the IEEE symposium on Parallel rendering
Full text available: ▩ pdf(1.18 MB)   Additional Information: full citation, references, citing:

Keywords: global illumination, parallel computing, radiosity, realistic image sy

2 Pixel merging for object-parallel rendering: a distributed snooping algorithn
Michael Cox, Pat Hanrahan
November 1993   Proceedings of the 1993 symposium on Parallel rendering
Full text available: ▩ pdf(2.05 MB)   Additional Information: full citation, references, citings, index terms

Keywords: cache coherency, object-parallel rendering, pixel merging, snoopy

3 Using the visual differences predictor to improve performance of progressi\

Valdimir Volevich, Karol Myszkowski, Andrei Khodulev, Edward A. Kopylov
April 2000   ACM Transactions on Graphics (TOG), Volume 19 Issue 2

Full text available: pdf(1.87 MB)   Additional Information: full citation, abstract, references, c

A novel view-independent technique for progressive global illumination compu differences to improve both efficiency and effectiveness of physically-sound li technique is a mixture of stochastic (density estimation) and deterministic (ac in a sequence and optimized to reduce the differences between the intermedia human observer in the cours ...

Keywords: Monte Carlo photon tracing, adaptive mesh subdivision, density est refinement, view-independent solutions

4 VC-1: a scalable graphics computer with virtual local frame buffers

Satoshi Nishimura, Tosiyasu L. Kunii
August 1996 Proceedings of the 23rd annual conference on Computer graphics an

Full text available: pdf(266.19 KB)   Additional Information: full citation, references, index te

Keywords: demand paging, frame buffers, parallel polygon rendering, scalable

5 The randomized z-buffer algorithm: interactive rendering of highly complex

Michael Wand, Matthias Fischer, Ingmar Peter, Friedhelm Meyer auf der Heide, \
August 2001   Proceedings of the 28th annual conference on Computer graphics a

Full text available: pdf(2.24 MB)   Additional Information: full citation, abstract, references, ci

We present a new output-sensitive rendering algorithm, the rar renders an image of an arbitrary three-dimensional scene consi reconstruction from a dynamically chosen set of random surfac independent of mesh connectivity and topology. The resulting r logarithmically with the numbers of triangles in the scene. We \ of scenes of up to 10

Keywords: Monte Carlo techniques, level of detail algorithms, r

6 On the partitionability of hierarchical radiosity
Robert Garmann
October 1999   Proceedings of the 1999 IEEE symposium on Parallel visualizatic
Full text available: pdf(281.29 KB)   Additional Information: full citation, abstract, references

> The Hierarchical Radiosity Algorithm (HRA) is one of the most efficient sequer
> rendering. Unfortunately, it is hard to implement in parallel. There exist fairly
> but things get worst in a distributed memory (DM) environment. In this paper
> graph partitioning setting. Various measurements performed on the task acce:
> of s ...

7 Session C4: multi-scale techniques: A case study on automatic camera pla historical data
Stanislav L. Stoev, Wolfgang Straßer
October 2002   Proceedings of the conference on Visualization '02
Full text available: pdf(476.05 KB)   Additional Information: full citation, abstract, referen

> In this paper, we address the problem of automatic camera positioning and au
> context of historical data visualization. After short description of the given dat
> positioning of a virtual camera in such a way that not only the projected area
> displayed scene. This is especially important when displaying terrain models,
> when only the projected ...

> Keywords: automatic camera control, historical data, time-dependent data, vi:

8 Cost prediction for ray shooting
Boris Aronov, Hervé Brönnimann, Allen Y. Chang, Yi-Jen Chiang
June 2002   Proceedings of the eighteenth annual symposium on Computationa
Full text available: pdf(324.57 KB)   Additional Information: full citation, abstract, refere

> The *ray shooting* problem arises in many different contexts. For example, solv
> when images are ray-traced in computer graphics. Unfortunately, theoretical :
> practical, while practical solutions offer few provable guarantees on performar
> algorithms used in practice on different data sets vary so widely as to be almc
> guarantees seem unavaila ...

> Keywords: average performance, cost model, cost prediction, octree, ray shoo

9 A hypercube Ray-tracer

J. Salmon, J. Goldsmith

January 1989   Proceedings of the third conference on Hypercube concurrent comp

Full text available: pdf(1.36 MB)   Additional Information: full citation, abstract, references, c

We describe a hypercube ray-tracing program for rendering computer graphic:
memory of a single processor, the ray-tracer uses a scattered decomposition (
a very high efficiency. The more interesting case of large models, which cann(
a decomposition of the model data as well as the pixels. We present algorithm
upon information about ...

10 Optimally combining sampling techniques for Monte Carlo rendering

Eric Veach, Leonidas J. Guibas

September 1995   Proceedings of the 22nd annual conference on Computer graphi·

Full text available: pdf(509.78 KB) ps(2.21 MB)   Additional Information: full citation, re

Keywords: Monte Carlo, distribution ray tracing, global illumination, lighting s

11 Perception-guided global illumination solution for animation rendering

Karol Myszkowski, Takehiro Tawara, Hiroyuki Akamine, Hans-Peter Seidel

August 2001   Proceedings of the 28th annual conference on Computer graphics a

Full text available: pdf(493.13 KB)   Additional Information: full citation, abstract, references,

We present a method for efficient global illumination computati
taking advantage of temporal coherence of lighting distribution
framework of stochastic photon tracing and density estimation ·
energy-based error metric is used to prevent photon processinç
scene regions in which lighting distribution changes rapidly. A ɾ
suitable for animation is u ...

Keywords: Monte Carlo techniques, animation, human factors,

12 The analysis of a simple k-means clustering algorithm

Tapas Kanungo, David M. Mount, Nathan S. Netanyahu, Christine Piatko, Ruth S

May 2000   Proceedings of the sixteenth annual symposium on Computational ge

Full text available: pdf(1.24 MB)   Additional Information: full citation, references, index term

13 Scheduling policies to support distributed 3D multimedia applications

Thu D. Nguyen, John Zahorjan

June 1998   ACM SIGMETRICS Performance Evaluation Review , Proceedings of the conference on Measurement and modeling of computer systems,   Volu

Full text available: ☷ pdf(1.25 MB)   Additional Information: full citation, abstract, referenc

We consider the problem of scheduling the rendering component of 3D multin workstations connected via a local area network. Our goal is to meet a periodi the problem we address is how best to schedule tasks with unpredictable serv to meet a real-time deadline, given that all communication among nodes enta consider two distinct classes of sche ...

14 Metropolis light transport

Eric Veach, Leonidas J. Guibas

August 1997   Proceedings of the 24th annual conference on Computer graphics ar

Full text available: ☷ pdf(3.45 MB)   Additional Information: full citation, references, citings, inc

Keywords: Markov Chain Monte Carlo methods, Metropolis-Hastings algorithm illumination, lighting simulation, physically-based rendering, radiative heat tr₂

15 Monte Carlo approximation of form factors with error bounded a priori

M. Pellegrini

September 1995   Proceedings of the eleventh annual symposium on Computational

Full text available: ☷ pdf(879.96 KB)   Additional Information: full citation, references, citings, index terms

16 Session 3: interfacing stored media I: IRW: an incremental representation f

David Gotz, Ketan Mayer-Patel, Dinesh Manocha

December 2002   Proceedings of the tenth ACM international conference on M

Full text available: ☷ pdf(661.73 KB)   Additional Information: full citation, abstrac

We present a new representation for image-based interactive walk-throughs. from novel viewpoints using samples from a spatial image dataset collected fr consist of pose augmented 2D images and often have a very large number of spatial coherence and rearranges the input samples as epipolar images. The b original image that can be ind ...

17 Data structures: Cost-driven octree construction schemes: an experimental

Boris Aronov, Hervé Bronnimann, Allen Y. Chang, Yi-Jen Chiang

June 2003   Proceedings of the nineteenth conference on Computational geom

Full text available: pdf(581.50 KB)   Additional Information: full citation, abstract, referen

Many algorithmic problems are interesting to both theoreticians and practition theoreticians have traditionally focused on worst-case scenarios which is ofter practitioners are sometimes stuck in the hacking culture and arrive at solutior cases. An example of such an algorithmic problem is ray shooting.Imposing so queries usually helps to impro ...

Keywords: average performance, cost model, cost prediction, octree, ray shoo

18 Direct illumination with lazy visibility evaluation

David Hart, Philip Dutré, Donald P. Greenberg

July 1999   Proceedings of the 26th annual conference on Computer graphics and

Full text available: pdf(10.98 MB)   Additional Information: full citation, references, citings, in

Keywords: Monte Carlo techniques, illumination effects, rendering, shadow alg

19 Smooth B-spline illumination maps for bidirectional ray tracing

Richard A. Redner, Mark E. Lee, Samuel P. Uselton

October 1995   ACM Transactions on Graphics (TOG), Volume 14 Issue 4

Full text available: pdf(4.06 MB)   Additional Information: full citation, abstract, references, a

In this paper we introduce B-spline illumination maps and their generalization generation algorithms. The B-spline lighting functions (i.e., illumination maps density functions. The lighting functions can be estimated from random data a ray tracing programs as well as radiosity oriented algorithms. The use of these tracing syste ...

Keywords: B-splines, bidirectional ray tracing, dispersion, illumination maps, I

20 Hierarchical view-dependent structures for interactive scene manipulation

Normand Brière, Pierre Poulin

August 1996   Proceedings of the 23rd annual conference on Computer graphics and

Full text available: pdf(141.91 KB)   Additional Information: full citation, references, citings, inde:

Keywords: color tree, image quadtree, interactive system, ray tree, rendering

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